SHADOWRUN®

TEN TERRORISTS

CATALYST game labs™

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INTRODUCTION

Activists, freedom fighters, militias, doomsday groups or terrorists; call them what you want, but there is no shortage of people that have decided killing people is the best way to bring about the change they believe the world desperately needs. Ever since the turn of the millennium, and heck, even before that, modern history has been scarred by bloody acts of violence with a message. The Night of Rage, where anti-meta hate groups ignited a metahuman pogrom; the Black Tide, a devastating flood of toxic sludge brought about by eco-terrorists; and most infamous of all, Crash 2.0—arguably the most successful worldwide act of terrorism to date. These are some of the biggest, but they are only drops in the bucket.

We live in a world where the megacorporations call the shots, accountable only to the almighty nuyen. Society is more polarized than ever, with the haves and the have-nots more divided and an institutionalized system—the SIN—keeping downtrodden voiceless and powerless. In such a system, there is no good way to have your voice heard. For most people, that means abandoning the field of battle and plugging into BTLs after work to forget about everything and everyone. But some people can't forget or forgive. Their conscience cannot tamp down their fervor. These people act—often reprehensibly. To them, there are no innocent bystanders in their battle to transform the world.

For shadowrunners, these zealots are double-edged blades. Terrorist groups can be allies as readily as enemies. These groups have connections, gear, manpower, and the will to use it. They can provide shadowrunners with anything ranging from information and supplies to a highly effective distraction. On the other hand, with these folks, ideology trumps nuyen. I know; an alien concept to us mercenary face-shooters. They're a challenge, because you can't predict someone you can't buy. They may decide to kill you as easily as deal with you. Heck, some of these groups make a *point* of killing shadowrunners.

So here are ten of the most up-and-coming terrorist and doomsday groups of our day. Some may fizzle out in their own, some are here for the long game. Some have small, targeted agendas. Others have decided mankind's time on Earth has gone on long enough.

The Sixth World is a minefield, and these are some of the most explosive mines—ones that could go off anytime, because they always feel someone is stepping on them.

THREAT RATINGS

Each group here is rated, as a group, on several factors. **Operation team size** basically tells you how many guys from the group you can expect to meet at any given time. Each group operates ground teams of various sizes. Keep in mind that large projects—an assault on police precinct for example—can require multiple units. **Magical assets** gives an indication of the group's ability to bring forth magic and integrate it into their operations. **Matrix assets** are the organization's Matrix savvy, both offensively and defensively. **Firepower and gear** rates the organization's ability to bring raw bang-bang to the party, along with their sophistication in terms of gear use. **Operational discipline** is more abstract. Some groups are less cohesive, meaning members basically run around willy-nilly causing trouble. They are more like sledgehammers—raw and indiscriminate. Groups with higher operational discipline plan and recon their attacks much more carefully, coming in well informed of their target's capabilities and weaknesses. Finally, **Fanaticism** is rated. All of these groups are pretty unhinged; they are all extremists who have come to the conclusion that slaughtering many people for a cause is a good thing, but they vary in the intensity of their beliefs. You might be able to have a rational discussion with groups that aren't too fanatic. But the groups higher on the scale are lost to the world, living only to serve their cause. All but the first category are rated either very low, low, medium, high, or very high. Fanaticism has an additional scary rating of Mindless, indicating groups that are thoroughly relentless in their approach to their cause.

SEED

THREAT RATING

Operational team size: Groups of 3 to 5
Magical assets: Low
Matrix assets: Very High
Firepower and gear: Low
Operational discipline: Medium
Fanaticism: Medium

Ex Pacis is a group as readily known in its infamy as Winternight, the two groups having joined forces to bring about Crash 2.0. Where Winternight was annihilated in the aftermath, Pax and her Ex Pacis survived, and to a certain degree, remained active. The problem with Ex Pacis is that it was always simply an extension of Pax, an organ grown from the terrible technologies and brainwashing secrets she learned from the mad A.I. Deus. Pax's motivations, which led to some of the biggest acts of terrorism and destruction ever committed, were always quite simple. She craves for the hyper-realism that only an Ultraviolet host can bring. Like a heroin addict, she cares for nothing but her next bit of time spent in a UV host. The only reason Ex Pacis exists and remains coherent is simply because Pax knows brainwashing and mind-control techniques few

possess, and she uses them to maintain the loyalty of her crew. Should Pax slacken the reins, there is little that would keep the group active.

The trouble thus began when Pax spent some time in Korea. While surely she must have been working towards some agenda, she also took the opportunity to recruit new members. The Matrix is perhaps nowhere as important as it is in Korea. The country lives on the grid. As such, it is also one of the places that breeds the best deckers and technomancers, so it makes sense that Pax would look for new recruits there.

Two such new recruits were technomancer twins known as Lilith and Eve. The sisters were active in the local nationalist March 1919 movement. No strangers to radical direct action, their acts of Matrix sabotage and terrorism pushing the bounds of acceptability within the M1919 movement itself. When Pax offered them a new home, they gleefully accepted the offer and joined Ex Pacis.

- M1919 is mainly a student movement of nationalists aiming to topple the current Korean government, whom they claim is a puppet of the Japanese. The authorities are constantly raiding them, but new cells spring up all the time. It is indeed a good recruiting ground for more serious organizations, as the constant repression teaches budding M1919 terrorists to be nimble while also hardening them and pushing them into the extremist camp.
- Kia

As counter-terrorism reports will attest, while Pax continues to be active and recruit, she has lacked energy in her efforts of late. She has been distracted—appearing low on steam, as it were. Lilith and Eve, however, were far from being the same. The twins, difficult to control and increasingly sociopathic, twitched for activity. Pax's more careful, subtle, and long-term plans really weren't doing it for them. And in what can only be a further testament to Pax's

lethargy, her brainwashing and thought-control processes were not creating the unquestionable loyalty of days past.

- One testament to Pax's subtlety is how often people like you completely fail to understand what she is trying to do.
- Puck

- Ah, was wondering when you'd show up. So tell us, what is your girlfriend up to these days?
- Glitch

- I don't see why I should try to explain her to you.
- Puck

Seed was thus born when the twin sisters Lilith and Eve broke away, bringing with them a good portion of the members and, from the appearance of it, a solid chunk of Pax's finances. Ex Pacis ruptured. While in some groups this may have resulted in bloody and bitter internal warfare, the truth is Pax simply doesn't care about Ex Pacis beyond it being a tool for her needs. Thus, after a brief and half-hearted attempt to rein things in, Pax simply shrugged and let the split occur.

- Really. I would have though Pax more unforgiving than that.
- Bull

- Pax is pragmatic. Everything is about her goal, very little is about settling scores.
- Puck

Lilith, Eve, and their followers took no time in making a name for themselves. Embracing causes as diverse as AI rights and anti-corporatism and acting with a heavy anti-Japanacorp bias, Seed would be more classified as just another punk or neo-anarchist movement, if it weren't for the body count. Lilith and Eve always exhibited sociopathic tendencies, but this was tempered somewhat when they were part of a larger movement. Incubated within M1919 and then Ex Pacis, the two sisters gained the knowledge and experience to wield Seed as their tool of revenge for whatever malaise haunts them.

The group's modus operandi is to lay the groundwork by acquiring information using as much social engineering as possible. While the group's hacking expertise is beyond doubt, their ability to manipulate people into simply telling them what they want to know is one of their biggest strengths. Seed members of all genders use sex and guile to loosen tongues. Once they have compromised their targeted systems, they unleash hell. Security systems turn on those they are supposed to protect, machinery and automated systems go berserk and causes deadly accidents, electrical fires start when extinguishing systems are offline, biohazard containment systems fail, and so on. Anyone foolish enough to stand in their way while in hot sim gets their brain fried as well.

For the moment, the group has not caused any noteworthy wide-scale catastrophes, but their acts show a chilling progression in scope. They are darlings of the extremist hacker scene, and new members have flocked to them. The group has no trouble funding itself due to their expert ability to empty bank accounts and profit from the mayhem they unleash. Seed is the kind of group that, if it is not nipped in the bud, can come out of nowhere to pull off the kind of horrendously destructive act of mayhem that will keep people shuddering years after the fact.

SEED HACKER

(ELF, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	4	5 (6)	4	6	5.7

Condition Monitor	10
Armor	6
Limits	Physical 3, Mental 6(7), Social 8
Physical Initiative	7 + 1D6
Matrix Initiative (Hot Sim)	[Data Processing] + 4 + 4D6
Skills	Acting skill group 4, Blades (Knife) 2, Cracking skill group 6, Electronics skill group 6, Etiquette 4, Forgery 4, Pistols 2
Knowledge Skills	Japanacorps 4, Known A.I.s 4, Matrix Hangouts 4, Money Laundering 5, Neo-Anarchists 4
Qualities	Prejudiced (corporate citizens, radical)
Augmentations	Cerebral booster 1, datajack
Gear	Armor clothing [6], Renraku Tsurugi [Device Rating 3, Attribute Array [6,5,5,3], Programs 3], programs [Stealth, Hammer, Armor]
Weapons	Fichetti Tiffani Needler [Hold-out, Acc 5, DV 8P(f), AP +5, SA, RC —, 4 (c), w/ regular ammo]

SANGRE Y ACERO

THREAT RATING

Operational team size: 12 to 20
Magical assets: Low
Matrix assets: Low
Firepower and gear: High
Operational discipline: High
Fanaticism: High

Taking its name from the infamous Aztlan gladiatorial fighting style, Sangre y Acero is a rising anti-corporate organization. The group is built around the charismatic leader known as Brother Barreda. Barreda was a gladiator in Aztlan's underground blood-sport arena. It was the only life he knew, and he was good at what he did.

However, under unclear circumstances, Barreda ran afoul of the Aztlan authorities. More specifically, as he tells it, he became involved in an Aztechnology plot. He rarely speaks of the details, but he makes it clear the corporation attempted to involve him in some sort of plot against the Aztlan people, which he resisted. Whatever the case may be, when they came for him, he fought and ran. Anyone that sheltered him or that was connected to him was arrested or killed. Whatever he did to piss them off, they came at him hard.

Miraculously, he managed to survive and flee Tenochtitlán, arriving in the UCAS sector of Denver. Once there, Brother Barreda was not inclined to forgive and forget. First, he reached out to his remaining allies in Aztlan—mostly fellow gladiators—and helped smuggle them out. It turned out he had a knack for people-smuggling. After getting his buddies out, he opened his smuggling network to a wider audience, charging dissidents to escape the state.

Then, having both grown in funding and manpower, Barreda decided to start hurting Aztechnology. Again, his version of the story is that the first move wasn't his. He claims that the corporation learned of his whereabouts and came looking for him again. It was then he understood they would never leave him alone, at least until he made it too costly for them to continue the pursuit. So he went on the offensive. He and his men began a wave of terror attacks against any known Aztechnology holdings, indiscriminately killing Aztechnology corporate citizens and destroying facilities and resources. Sangre y Acero, as they started calling themselves, had a distinctive style, which is not surprising for people bred in the bloody pit fighting dungeons of Tenochtitlán. The group would willfully target personnel, often ambushing security patrols, opening fire with assault weapons and finishing off the survivors with bladed weapons—eviscerating, flailing and dismembering as they went, a low-budget action trid come to life.

Of course, things changed when Ghostwalker leveled the Aztlan sector in 2061. By then, Sangre y Acero had made a name for itself. It was not a group for the faint hearted, as it suffered high casualties among its members, but it was seen as a respectable, tough-bastard outfit. Barreda, perhaps finally sated, recognized that what he had built had momentum. For all his desire for carnage, he was always a simple man, and he let some of his lieutenants take control of the movement. By then, Barreda and his fiery passion was becoming a sort of legend among the rank-and-file. The group's culture began to change. New recruits—refugees flowing from the Aztlan pipeline he had set up as well as locals from the CAS and UCAS—came to seek him out, looking for the man who stood against Aztechnology and won. He became a living legend.

- So, let me get this right. Barreda wants Aztechnology gone, and then in a pure coincidence of timing, Ghostwalker annihilates the Azzies in Denver without any real help from Barreda, but somehow Barreda becomes "the man that beat Aztechnology"?
- Ecotope
- Yup. To be fair, Barreda isn't the one that circulated that perception; his followers did. People are desperate for something to believe in. That kind of stuff has a life of its own.
- Dr. Spin

The group slowly took on the aspect of a brotherhood, preaching life without corporations, reliance on one another, and an underlying warrior ethos of direct action against the corps. In this code, a pure warrior lives simply and fights the corporations with no holds-barred. Enemies are to be bloodily dispatched in order to terrorize and demoralize the rest. The warrior should not fear death from corporate bullets. His life is calm and contemplation at rest, carnage and fury in action. Death means nothing so long as life is lived this way.

Sangre y Acero still has momentum, having chapters in most of the major sprawls of North America. As an organization, they do not really pose a world threat. They lack the true strategic and tactical skills to really make a dent. However, like barbarians at the gate, they more than make up for this in sheer zeal and raw carnal strength. Sangre y Acero will hit corporate assets—whatever they may be, none too small, none too big—and hit it with overwhelming force, killing everyone and destroying everything.

- Interesting bunch. So, like, Viking monks? Odd combo.
- /dev/grrl

- One time my team and I were exfiltrating a facility just when Sangre y Acero hit it. You know that guy in your team, the street samurai that's cybered to the gills and armed to the teeth? Imagine twenty like him, coming down on a facility with the sole intention of slaughtering everyone. Yeah, messy. They certainly took casualties; at least five of them died, several others pretty seriously wounded, but they pretty much killed everyone. All the guards, scientists, technicians—they even killed the fragging receptionist. We snuck past them in the chaos, because we all agreed we didn't know if they'd take a go at us too. They're rabid.
- Hard Exit

- Yeah, but myself, and several chummers that I know of, have taken shelter in their chapter houses. It's off the grid with wifi inhibitors. Great place to lay low. The Sangre y Acero members I met there were welcoming, offering us simple meals of bread and some disgusting porridge. They meditate and train most of the day and lecture about Barreda's life the rest of the time. Weird guys, and meeting them at their base of operations, you would never imagine they are capable of such carnage.
- Reptile

Brother Barreda still lives somewhere, though only the Chapter Masters know where to find him. At this point, though, the group is far larger than Barreda and doesn't need him, save as a continuing inspirational figure. Sangre y Acero is divided into independent chapters, headed by a master and whatever lieutenants the master needs. Duties

of the leadership are simply to guide the dual lives of initiates: peace, tranquility and meditation at rest; then planning, sourcing, and executing raids on corporate facilities. Chapter houses are always situated in the worst parts of the sprawls they are in, off the grid if possible.

- I met Barreda once. As you probably guessed, this whole thing around him has really grown out of proportion. Sure, he's a mean motherfragger, passionate and smart in his own way. He survived Aztechnology kill squads and brought the fight to them—that's all true. But he's older now, quiet. When I met him, he lived in a shack in the middle of nowhere. He looked pretty content to have the world forget about him. He knows about the group, and thinks of them fondly, like children. All in all, he's a pretty fucked up guy that's killed way too many people in his life. Don't tell him I said that.
- Kat o' NineTales

SANGRE Y ACERO SOLDIER

(ORK, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
8 (10)	3	4 (6)	7	4	2	3	2	0.25

Condition Monitor	12 (13)
Armor	16
Limits	Physical 9(10), Mental 4, Social 3
Physical Initiative	9 + 3D6
Skills	Armorer 5, Close Combat skill group 6, Demolitions 4, Firearms skill group 6, First Aid 3, Gymnastics 4, Heavy Weapons 6, Running 4, Survival (Urban) 4
Knowledge Skills	Aztlan 5, Aztechnology 5, Denver 2, International Politics 2, Meditation 4, Security Procedure 3
Qualities	Prejudiced (corporate citizens, radical)
Augmentations	Adrenaline pump, aluminum bone lacing, dermal plating 4 (betaware), smartlink, wired reflexes 2 (alphaware)
Gear	Armor jacket [12], goggles [Capacity 3, w/ image link, flare compensation, low-light vision], Sony Emperor [Device Rating 2]
Weapons	Combat Axe [Blade, Reach 2, Acc 4, DV 12P, AP –4] AK-97 [Assault Rifle, Acc 5(7), DV 10P, AP –2, SA/BF/FA, RC —, 38 (c), w/ underbarrel external smartlink, regular ammo] or Ingram Valiant [Machine Gun, Acc 5(6), DV 9P, AP –2, BF/FA, RC 2(3), 50 (c), w/ laser sight, bipod, regular ammo] or Ares Antioch-2 [Launcher, Acc 4(6), DV Grenade, AP —, SS, RC –8 (m), w/ high-explosive grenades [DV 21P, AP –2, Blast –2/m]]

THE CRYING MASKS

THREAT RATING

Operational team size: Groups of 6 to 12
Magical assets: High
Matrix assets: Low
Firepower and gear: Medium
Operational discipline: Medium
Fanaticism: High

About ten years ago, authorities became aware of a group called The Crying Masks. This group has complex roots. To understand the Crying Masks, one must first understand the False Face Society. This latter group is a secret society of Native American shamans. Healers and spiritual leaders, the False Face members are pacifists. With roots going back centuries, they act as guides to the tribes of the Northwest region, including the Sioux, and the Algonkian-Manitou Council.

The Crying Masks are a dark splinter cell of the False Face Society. The group gets its name from the masks members wear: a sad face that cries red tears. While with the False Face the mask is a sacred artifact unique to each shaman, the Crying Mask's first act of shattering rebellion is to defile the meaning of the mask and wear identical ones. While the False Face Society combats the ills of society with patience, spiritualism, and wisdom, the Crying Mask have lost patience with these subtle means. Frustrated and angry at the pollution of the sanctity of the human body with cyberware and bioware, the group promoted direct action to stop and reverse progress in that area. Their stated goal was, simply, to make it too costly for augmentations to exit. The means to achieve these goals were sabotage of cyberware factories and the kidnapping, extortion, and murder of illustrious figures of the augmentation world, mainly scientists, professors, and industrialists.

- Right, I remember them. Our dearly missed Captain Chaos sponsored an upload on them on the old Threats 2 doc.
- The Smiling Bandit

The group, however, was relatively small scale, and in some way remained tied to the False Face Society, which acted as a calming influence, cajoling and shaming members back to the path of peace.

- Likening the Crying Mask to the teenage offspring of the False Face Society wouldn't be terribly incorrect, but only at a very superficial level. It is worth stressing that reality is far more complex. The False Face Society is a deeply imbedded,

important, and complex aspect of Native American culture, but so is the Crying Mask, with its ties to the Warrior Societies. The latter remain a controversial and widely debated aspect of Native culture with which ordinary people have complicated and mixed feelings, as they have played hero and ruffians throughout the last few turbulent centuries of Native American history.

- Elijah

Recently, however, a terrible development occurred.

Winternight, perhaps the most infamous terrorist organization known to the modern world, was destroyed during the fateful events of Crash 2.0. The organization's leadership and operational capabilities were annihilated with extreme prejudice by direct Corporate Court mandate. But Winternight had many members and cells throughout the world that remained at large after the initial crackdown. Corporate Court hunter-killer squads eradicated as many as possible, but they were never going to get everyone. The few surviving members of Winternight sought shelter wherever they could, and this often meant within allied groups. Winternight, prior to its sinister crowning achievement, supported many other terrorist networks around the world. One such alliance was with The Crying Mask.

According to files uncovered during Sioux Wildcat raids, it appears that Winternight's liaison agent with the Crying Mask, a woman named Fylgia, managed to reach her allies and seek shelter on the rural back roads of the Sioux Nation. Fylgia, whose chosen name translates roughly to "she who follows," seems to have all the charisma and insane zeal of the old Winternight leadership. A true believer mixed with a cunning strategists, she has managed to not only hide within the Crying Mask, but also corrupt them with her zeal and warp them into the instrument of her vengeance against the world.

The Crying Mask, after a period of near-dormancy, has reactivated with a vengeance. Gone is any form of their old restraint or lingering compassion. Any member that lacked the will to see things through either left or was eliminated. The group tightened up and, through Fylgia's old network of allies, gained international access. New alliances have been forged, and a new drive animates the group. Where the False Face Society used to pray for the salvation of their misguided brothers and sisters, now they shudder in fear and look away in horror.

The revived Crying Masks have recruited from the worst parts of society: toxic shamans, murderers, fanatics and criminals. Using old Winternight tricks, Fylgia has whipped them into a fanatical force promising nothing but death and vengeance on the world.

- Old Winternight tricks indeed. One of the group's infamous methods was the use of BTLs to completely brainwash the rank-and-file. If Fylgia has access to some of those, ensuring the loyalty of her new army would be a cinch.
- Pistons

- This would be made all the more abhorrent by the fact that, while the Crying Mask may have used violence to achieve their means, they stood for the sanctity of the metahuman body. Corrupting the minds of members with addictive BTLs would go against everything they once stood and fought for.
- Elijah

- I have a contact—yes, within the False Face Society—that used to offer salvation to Crying Mask members and so was close to the inner workings of the group and its leadership. From what she told me, it would appear there is a romance going on between Fylgia and one of the leaders and original founding members of the Crying Masks. Fylgia—perhaps aided by her BTLs, perhaps by magic, or perhaps even by nothing but her rumored amazing beauty and immense charisma—managed to get him to fall in love with her. He changed drastically, seeking only to please her, and willingly scarified all his old comrades-in-arms and ideals to do whatever she asked. To see such a noble warrior brought so low is disgusting.
- Glasswalker

- And disturbing. Winternight is a by-word for horror, the dark gods of the terror world.
- Bull

Authorities believe the group, who seeks no recognition or publicity for its acts, is moving quickly and singularly towards a certain, as-of-yet undetermined goal. The group has staged brutally efficient black-ops style raids on pinpoint corporate facilities, raiding Matrix servers or kidnapping R&D personnel. Targets have been hit all over the world, but with an obvious focus on North America. The common link between all the targets is frightening—all corporations hit, notably Aztechnology and Shiawase subsidiaries — are agri-corps responsible for the production of the bulk of the food feeding the world.

- Well, now that Fylgia's dark, dank little hidey-hole has been exposed, can we expect a Thor shot coming down on her head?
- Sunshine

- Not that simple anymore. Over the decade since Crash 2.0, rumors of Winternight survivors plotting the destruction of the human race have never stopped. Even the Corporate Court can't thoroughly investigate each and every one right away. Plus, the Sioux Nation are big believers in taking care of their own trash and aren't interested in the CC meddling in their internal affairs. Don't forget, the Crying Mask is a sensitive subject and the Sioux aren't about to hand over a part of their culture to outsiders.
- Kay St. Irregular

- So what, we gotta worry about an imminent doomsday scenario because of politics?
- /dev/grrl

- Isn't that always the case?
- Kay St. Irregular

CRYING MASK SHAMAN

(ORK, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	M	ESS
6	3	3	4	5	2	4	4	6	6

Condition Monitor	11
Armor	12
Limits	Physical 6, Mental 5, Social 7
Physical Initiative	7 + 1D6
Astral Initiative	8 + 2D6
Skills	Automatics 5, Conjuring skill group 5, Enchanting skill group 5, Perception 3, Stealth skill group 5
Knowledge Skills	Agriculture 5, Corporate Security Forces 3, Crime Syndicates 2, History 6, Magical Theory 3, Native American Nations Culture 5
Qualities	Mentor Spirit (Raven), Prejudiced (everyone, radical)
Spells	Chaos (alchemical), Control Thoughts (alchemical), Swarm (alchemical)
Gear	Alchemical preparation (mask, command trigger, Chaos, potency 5), alchemical preparation (corn husks, command trigger, Control Thoughts, Potency 5), alchemical preparation (dead locust, command trigger, Swarm, Potency 4), armor jacket [12], contact lenses [image link], Hermes Ikon [Device Rating 5]
Weapons	Colt Cobra TZ-120 [Submachine Gun, Acc 4 (5), DV 7P, AP —, SA/BF/FA, RC 2(3), 32 (c), w/ laser sight, regular ammo, 2 extra clips]

LOGOS

THREAT RATING

Operational team size: Groups of 5 to 10
Magical assets: High
Matrix assets: Low
Firepower and gear: Medium
Operational discipline: Medium
Fanaticism: Very High

GreenWar is a group that has been on the terror radar for decades. The most radical eco-terrorist group in the world, GreenWar believes the only way to restore Mother Earth to her un-ravaged state is to simply eradicate all metahuman life. Plainly, we are blight on the world that can never be taught to respect nature. We must all die. GreenWar had success in earlier decades, claiming responsibility for such catastrophes as making the Scottish Fringe Zone into a toxic no-man's land.

However, in the past years, GreenWar has suffered from leadership struggles as well as basically being on everyone's hit list, including other eco-terrorist outfits. When a group is under that kind of pressure, it's not surprising to see splits. One such emerging splinter cell is Logos. This new group is composed primarily of the former Awakened members of GreenWar, or at least its central cadres are.

Since its founding, Logos has apparently been hunting for certain magical relics, items imbued with very primal magic. Logos shamans have discovered certain rituals to go along with these relics that can, for lack of better terms, activate Mother Nature's immune system to fight of the human virus that infects it.

The group's knowledge, however, seems incomplete. Logos' strikes worldwide indicate they are looking for more relics, more information on the rituals to perform, and people with knowledge of either of those subjects. In regards to the latter, there have been reports from Asia and South America of spiritual leaders being kidnapped by Logos strike teams. Some of the bodies have been recovered, bearing signs of forceful interrogation.

Interpol has also tracked a flurry of Logos activity in the Amazonian jungle. A dangerous place even without the remnants of the recent Aztlan-Amazonia War, reports indicate that the group at least survives. Nearby Metropole, the Amazonian mega-sprawl, has been a favorite depopulation target of GreenWar for decades. Sources there have revealed that known Logos cadres spent time in the city in the sixties, immediately prior to the formation of Logos. Signs point to the city being important to the group's end goal. Although how or why remains unclear.

- Hmm, maybe I'll look into that.
- Stone

- Have you ever been to Metropole? Good luck finding anyone in those labyrinthine streets. Good luck finding anything, including your way home.
- Kane

Logos is a secretive cabal that works in cells and layers. As they require copious manpower throughout the world to secure the things they need, they make use of low-level inductees, mercenaries, and shadowrunners. The group will only recruit members who profess eco-radicalism, though the specific desire to eradicate all of mankind is not necessary. The group's recruiters peddle just the right amount of righteous ideology and an air of occult mystery to be seductive to rebellious youngsters. Members are brought in, slowly spoon-fed information and indoctrination until they become radicalized enough to desire the end of mankind.

Logos partially funds itself by talislegging. The group believes that everything and anything is worth doing to achieve their final goal, which means that selling pieces of Gaia as reagents does not bother them. Once Mother Nature is rid of humans, she will heal quickly. Logos thus supplies some of the purest, powerful magical ingredients around—kind of like pure, uncut cocaine straight from the jungle. Of course, all proceeds go straight into funding their next plot.

- I'm okay with that.
- Haze

JOB OFFER

From: Ethernaut

Hoi chummer,

I need you to go down to Metropole and find a friend of mine that has gone dark, Dr. Nilton Fonseca. He's in the Rio sector; I'll give you better coordinates when you get there. All I know is the last thing he told me: that he found out what Logos is looking for so desperately down there. Whatever it was, it scared him badly. He said they were going to come for him that the secret couldn't get out. I've known Dr. Fonseca for a long time, and he is a sane, rational man. I've no reason to doubt his sanity now and every reason to believe him. I think he has gone into hiding. I need you to find him first, before Logos does. I have a chummer that will get you there, don't worry about that. You just find my old friend and keep him safe.

LOGOS SHAMAN

(HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	M	ESS
3	3	3	2	6	5	4	4	6	6

Condition Monitor	11
Armor	12
Limits	Physical 4, Mental 7, Social 7
Physical Initiative	7 + 1D6
Astral Initiative	8 + 2D6
Skills	Assensing 6, Blades 3, Conjuring skill group 7, Firearms skill group 3, Negotiation 4, Outdoors skill group 6, Perception 3, Sorcery skill group 6
Knowledge Skills	Amazonia 5, Europe 4, GreenWar 5, Magical Theory (Toxic Magic) 5, Polluters 6, Talislegging 3
Qualities	Prejudiced (polluters, radical)
Spells	Analyze Magic, Detect Enemies (Extended), Mass Confusion, Toxic Wave
Gear	Armor jacket [12], Erika Elite [Device Rating 4]
Weapons	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP –, SA, RC —, 11 (c), w/ regular ammo]

THE BROTHERHOOD OF FLESH

THREAT RATING

Operational team size: Groups of 3 to 6
Magical assets: Very high
Matrix assets: Low
Firepower and gear: Low
Operational discipline: Low
Fanaticism: Mindless

The Brotherhood of Flesh can be seen as a modern application of medieval Satanist cults. The core of Brotherhood belief is a typically Gnostic one: that there are two Gods, one bad and one good, but the bad one has usurped control from the good one. It is this dark God that created the world and acts upon it. Whereas mainstream Gnostic religion deals with this belief in what can be defined as a "sane" way—seeking to escape imperfection and sin, like most other religions—the Brotherhood applies sheer insanity as a resolution.

Following the idea that the False God in fact tricked humanity into believing false morals, the Brotherhood, like Satanist medieval cults of old, seeks to practice the exact opposite of commonly held virtues. Cruelty, violence, debauchery, and wantonness are the group's aims. This wouldn't make them stand out in many circumstances—indeed, in the amoral Sixth World, many corporate and political leaders could be accused of the same behavior—but added danger comes from the fact the Brotherhood of Flesh is a magical group. And their ways seem to grant them great power.

Authorities believe that the Brotherhood of Flesh is an initiatory group tied in a spirit pact with a malign entity. Thus, their vile acts feed the power of this spirit, which in turn empowers the lodge members. While shadowy spirit pact groups are known to authorities throughout the world, the Brotherhood of the Flesh may be one of the world's largest and most successful examples. Unlike other conspiracy groups, such as the Black Lodge or even the Ordo Maximus, whose secrets remains well guarded, the Brotherhood of Flesh is no mere conspiracy theory; its existence and activities are well known to authorities.

This is largely because their activities aren't subtle at all. The Brotherhood revels in terror activities. Small groups of members will descend upon neighborhoods and employ their powers to perform gruesome, ritualistic murders. The Brotherhood has a preference in victims: corporate citizens. The Brotherhood of Flesh believes corporations are the epitome of the False God's work, organizations that lead men and women astray from the redemption they should be seeking. By sacrificing people belonging to this group, the Brotherhood wages a war against the Dark God.

Members of the Brotherhood have been arrested and interrogated, with authorities concluding the power that flows through them creates a sort of blinding indoctrination and addiction. Indeed, many members are promising students of the arcane from families that should have landed some of the best prospects a person can hope for. Instead, whatever curiosity or peer pressure led them to explore the cult seized them with a fanaticism that cannot be shaken.

Brotherhood activity has bled into European and North American cities in the past decade, with most believing the origins of the cult can be traced to France. While agencies devoted to fighting Awakened threats believe a single malign spirit of great potency must be the source of the group's power, authorities are nowhere in terms of zeroing in on the group's leadership. In the meantime, the Brotherhood of Flesh's notoriously grisly murders—usually involving flailing—continue. Members are considered to be extremely dangerous and capable magicians with a disregard for their own lives, making them formidable threats. It is not unknown for patrol officers to come across suspected Brotherhood activity to turn away rather than risk their lives in attempted arrests.

When not using magic to skin people alive, the group's ritual practices are known to run the gamut of typical Renaissance devilry; including feats, orgies, and black rites.

BROTHERHOOD OF FLESH MAGE

(HUMAN, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	M	ESS
3	2	3	2	6	5	4	4	5	6

Condition Monitor	11
Armor	6
Limits	Physical 4, Mental 7, Social 7
Physical Initiative	7 + 1D6
Astral Initiative	8 + 2D6
Skills	Arcana 5, Assessing 5, Astral Combat 4, Blades 4, Con 4, Disguise 3, Etiquette 5 (High Society +2), Impersonation 4, Perception 3, Sorcery skill group 7, Summoning 3
Knowledge Skills	Anatomy 4, Fine Wine 4, History 4, Investing 3, Magical Rituals 4, Politics (Corporate) 4 Qualities: Focused concentration (Rating 4), SINner (national)
Initiate Grade	2
Metamagics	Flexible Signature, Shielding
Spells	Agony (Ritual), Control Thoughts (Ritual), Decrease Willpower, Manabolt, Physical Mask
Gear	Armor clothing [6], contact lenses [Capacity 1, w/ image link], Erika Elite [Device Rating 4]
Weapons	Knife [Blade, Reach —, Acc 5, DV 3P, AP –1]

TA MAKRINIA

THREAT RATING

Operational team size: Groups 6 to 12
Magical assets: Very low
Matrix assets: High
Firepower and gear: Very high
Operational discipline: Medium
Fanaticism: High

A scary new group to emerge in the past decade is Ta Makrinia. This is, essentially, a group of singularity seekers. They believe society of the Sixth World has shown that mankind is finished. We have driven ourselves into the ground; crumbled and broken. Our only salvation is through artificial intelligence, but more specifically a merger of AIs and our own brains aimed at creating an organic super-intelligence within ourselves, finally capable of overcoming our flaws and problems. The group is named after a certain Catholic saint, St. Macrina the Younger, who supposedly wrote on her deathbed that the Automata "point toward the existence of the soul and God."

The group's goal is to destabilize and disrupt society. They believe that metahumanity, via the unparalleled economic and scientific dominion of the megacorporations, has the ability to deliver the moment of Singularity, a blessed merger of flesh and machine, of the clarity of artificial super-intelligence governed by the ethics of humanity, to launch us into a new epoch.

One problem, though, is that our innate flaws have created a world where our full might is not properly deployed. We are splintered, and power serves only to create shackles. This human shortsightedness, driven by fear, has plagued us throughout our history, but finally, in the modern age, we have crashed firmly into the ground, broken and unable to get up. Ta Makrinia believes that only an existential threat can get us back on our feet. Only when faced with our own extinction will we shine.

The group's actions are therefore nothing less than attempts to bring about a catastrophic end to life on the planet. They hold firm to the idea that, at the last moment, the greatest among us will rise, save us, and bring us to our new destiny. But they believe the impending doom must be genuine for this to work. No fake apocalyptic stage shows allowed. They are literally looking to cause total planetary extinction—or near-extinction—with the belief that, somehow, we'll come out alright.

- But we're are all still here, so what have they succeeded at so far?
- /dev/grrl/

- This is a group that does not take credit for their acts, and they don't do public attacks for the sake of doing public attacks. Events from the past or waiting in the future could be stepping stones toward a final grand move.
- Fianchetto

- They are led by eggheads: economists, mathematicians, engineers, etc. They understand systems better than anyone else. The rest of us don't understand them, but we put total faith in them, and they've become so precise and reliable that redundancies and backups have fallen into disuse and disrepair. That means if something happens to the main systems, interrupting them long enough, problems will metastasize out to other systems. As inter-related as our systems are, they would all tumble down like dominos. Currency, banking, water, information, logistics—these are what Ta Makrinia will target.
- Cosmo

Ta Makrinia recruits on two fronts. The first is the shadows of factories and manufacturing plants, along with nearby slums and barrens of large cities. Recruiters target street urchins, orphans, and abandoned children, painting a picture of a utopia within our reach, and a family waiting to accept them. The group believes we have the technology to cause the Singularity, but that forceful change must be brought to society. These children receive heavy cyber modifications, including combat 'ware and secure communication suites. They become warriors for the group, heavily cybered killing machines who would do anything

for their new family, indoctrinated forever to the ideals of Ta Makrinia.

The second recruitment point is among the academics, scholars, and researchers who form the leadership of the group. Obviously, these are older than the street youths, but apparently in the heart of many technologist lies the aspirations of a Singularity seeker. In exchange for their vision and intelligence, they are given access to the soldiers, a veritable army ready to be commanded, a means to bring Ta Makrinia's vision to reality.

The inner circle of the leadership plans their actions, and the soldiers execute, combining the cold killing power of a machine with the dreams of youths.

Ta Makrinia is frightening in its scope. Indoctrinated children is sadly nothing new, and while the addition of top-notch cyberware certainly makes for dangerous killing machines outclassing most law-enforcement personnel, their young age and inexperience means they can't plan anything of significant scope and their tactics don't get much better than amateurish. The real scary aspect comes from the involvement of many of the world's top luminaries. The massive brain power fueling Ta Makrinia makes them an extraordinarily resilient group. With so many geniuses planning their moves and applying their intellect to keeping the organization secret, they have proven to be unpredictable and impossible to crack.

It is believed by law-enforcement specialists that the leadership—the type of people one would find among the top ranks of corporate R&D departments—have found ways to divert some of the corporate resources at their disposal to add to Ta Makrinia's assets. Some also fear that while some corporate security elements may have discovered this, they turn a blind eye to avoid the fiscal scandal of having to arrest their top researchers.

- That's the corps for you—always willing to turn a blind eye to possible long-term cataclysm if they need to save their own hoops in the short run.
- Pistons

- That's not just the corps; that's metahumanity.
- Cosmo

The ultimate leadership of Ta Makrinia is an enigma. Law enforcement believe the organization is either operating as an "inner council" style, with all of the scientists and researchers invited into a communal leadership pool, or with a cellular model, where small subsets of leaders plan their own activities to promote the group's shared vision. That being said, what keeps investigators up at night is trying to figure out who started the group, and thus who is truly in charge of Ta Makrinia.

- Well, I'm going to state the obvious: an AI?
- Clockwork

- Nothing is impossible, but it doesn't look that way. Ta Makrinia has an interesting relationship with the AIs out there, and vice-versa. But, the group seems to consider AIs as ... incomplete and even potentially hostile. Ta Makrinia is really looking for a human-AI merger, whatever that is.
- Snopes

- We've seen what that is. It's a head case. While the corps might have been behind the research that led to cognitive fragmentation disorder being unleashed in the world, it's quite possible that the catalyst that helped the virus make the leap from private labs to the whole world had connections to a group a lot like Ta Makrinia.
- Butch

SIGNAL INTERCEPT

Sir, I will have the report of which systems were breached within the hour. In the meantime, as requested, below is the text security recovered from the body of one of the assailants that attempted to breach our AMC facility:

>>>History has shown we are at our best when we are at our worst. Unfortunately, we need an "other" to make the "us" or "we" have any meaning. Only when faced with an outward force do we look inward as to what makes us what we are. Only when faced with the flaws of another do the opposite in us become virtue. What happens when greed is the norm? What happens when we all share the same vice? What happens when we reach the point where there is only a single, monolithic culture that spans the entire globe? My colleagues in astronomy assure me they have not yet found little green men in outer space ready to invade us. So what shall we use to galvanize ourselves? We can be better. We must be better. I do not fear the day when we will be challenged. I know it will be a hard day. I know many innocents will suffer. I simply have a far greater fear of the succession of days in which we are not tested.

God be with you, my child.<<<

TA MAKRINIA CYBER SOLDIER

(HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
5	4	4 (6)	4	5	2	5	3	0.35

Condition Monitor	[2]
Armor	[2]
Limits	Physical 6 (7), Mental 5, Social 4
Physical Initiative	11 + 3D6
Skills	Automatics 6, Athletics skill group 4, Close Combat skill group 5, Cybertechnology 3, Hardware 4, Navigation 4, Survival 4
Knowledge Skills	Cybertechnology Theory 3, SOTA Technology 3, Street Rumors 3
Qualities	Weak Immune System
Augmentations	Cyberears [Rating 1, w/ sound link, damper], cybereyes [Rating 2, w/ camera, image link, smartlink, thermographic vision], datajack, cyberarm [obvious, customized Strength Rating 1, customized Agility Rating 1, gyromount, hand blade], cyberskull [obvious, w/ commlink (Transys Avalon [DR 6)], pain editor, wired reflexes 2
Gear	Armor jacket [12]
Weapons	Ingram Smartgun-X [Submachine gun, Acc 4(6) DV 8P, AP —, BF/FA, RC 2, 32 (c), w/ regular ammo] Katana [Blade, Reach 1, Acc 5, DV 7P, AP –3]

HAND OF FIVE

THREAT RATING

Operational team size: Groups 10 to 15
Magical assets: Low
Matrix assets: Low
Firepower and gear: Medium
Operational discipline: Medium
Fanaticism: Medium

Back in 2039, during the infamous Night of Rage, it is believed the Hand of Five, an anti-metahuman militant group, was responsible for the firebombing of the warehouses and the fires that killed hundreds of terrified metahumans, setting the stage for decades of racism and a legacy of mistrust between humans and orks, elves, dwarves and trolls. The Hand of Five was hunted down like dogs and exterminated by Lone Star, in an attempt for the policing corporation to salvage their reputation as accomplices-by-inaction (if not outright participation, as some eyewitnesses have maintained). No members of the group were brought to trial: all died "resisting arrest."

Over thirty-five years later, the Hand of Five is being spoken of again. There is some uncertainty about the group's claims to be led by a surviving member of the group. Technically, this is not impossible. Lone Star never claimed to have apprehended every member of the group; they just said they had irrevocably damaged the organization's ability to function. By all accounts, though, the Hand of Five was never a top-notch organization like Humanis or Alamos 20,000. It really, at its core, was just a gang of violent racist youths. Indeed, some conspiracy theorists have always claimed that the Hand of Five were just the scapegoats, incapable of having achieved what history has attributed to them. A small number of members, probably young SINless punks, could easily have escaped the notice of the authorities and slipped into the shadows.

In any case, the group claims to have direct links to the original organization. As these things often go, the Hand of Five may have achieved more in death than it did in life. The Hand of Five has long been synonymous with martyrdom for "the cause" (which is how other hate groups refer to it, since saying "the work of unreasoning hatred" just doesn't sound as good), and their deed on that night ranks in the hallowed hall of fame for racist achievements. Old and young racists speak about "the good old days," when groups like Hand of Five and Alamos 20k actually went out and performed mass murder.

This means that the claim of a direct connection has earned the resurgent Hand of Five quite a bit of publicity. Furthermore, the group is clear in its intentions to bring back the days of large-scale violence. In recent decades, the top-tier racist groups like Human Nation, Alamos 20k, and Humanis have, for the most part, reduced direct acts of violence in favor of more political approaches. Certainly, angry youth lynching metahumans and doing other such things has not stopped, but these are now more the acts of individuals rather than a concentrated group-level mandate. This has frustrated some group members who desire to see blood and death *now*, rather than slowly advancing agendas.

- One thing lending credence to the story that original members are leading it are reports that many of Lone Star officers involved in handling the Night of Rage and the hunt for the Hand of Five are being murdered. Of course, we're talking thirty-five years later, so most of these guys are old and retired, not exactly hard to kill. But that's just it—who would bother besides someone with a decades-old desire for vengeance in their black hearts?
- Kat o' Nine Tales

- Someone who wants you to think they are original Hand of Five?
- Snopes

This has created the perfect storm for the resurgence of the group. The group's cryptic messages on public forums, slowly unveiling its return, along with the frustration tied to other groups restraining their own violent tendencies, has created a fevered pitch of excitement. The world

of believers in Human rights (or metahuman lack thereof) is buzzing. Already, the new Hand of Five is claiming responsibility for metahuman deaths throughout North America. The group claimed responsibility for a gas leak in metahuman-heavy area of Hoboken, causing permanent respiratory problems in many, death in several. An Atlanta apartment block fire resulted in the deaths of over thirty residents, mainly orks and trolls. Another fire hit a Puyallup factory; masked individuals were seen locking all doors with chain and lock as the fire spread. A few workers (orks again) were riddled with bullets when they tried to come out through the windows. The Hand of Five claimed responsibility each time, and sent promises that this is only the beginning.

Whether or not leadership is the same, authorities have found they are facing a vastly different Hand of Five. This is no ragtag brand of brainless violence-seekers. Each attack seems to have tested some aspect of the group. They appear to be experimenting with gear, supply lines, resources and operational discipline. Allegorically, like a killer, sharpening his knife, stretching his muscles, a cold gleam in his eye. The group has funding (most likely from private donors branching out from the lethargic Alamos 20k and ilk), serious operational know-how, and a burning desire to *kill them all*.

- How does Alamos 20k feel about their funding being siphoned off?
- Kane

- Alamos 20k has had upheavals in its leadership in the last two decades, going from five leaders to, well, one. And nobody involved in this shuffle stepped down of their own volition, if you take my meaning. While the Doktor may have the cold-blooded evil genius to run the whole thing, you can't tell me that all previous loyalties in the upper echelons, and in the financial backers, suddenly and happily fell in line. Splinter groups—serious ones—are frankly overdue.
- Fiancetto

- So, we can expect a fight for influence amongst the racist-fucks community? Which means, groups trying to out-do each other in scale and effectiveness of their methods? That does not bode well for us in the coming years.
- Butch

HAND OF FIVE TERRORIST

(HUMAN, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
4	4	4 (5)	4	4	2	4	3	2.2

Condition Monitor	10
Armor	9
Limits	Physical 6, Mental 4, Social 5
Physical Initiative	8 (9) + 2D6
Skills	Demolitions 2, Disguise 5, Firearms skill group 4, Intimidation 4, Sneaking 4
Knowledge Skills	Civil Engineering 3, History 5, Lone Star 4, Police Procedure 4, Racist Policlubs 6, Seattle 4
Qualities	Prejudiced (metahumans, radical), SINner (national)
Augmentations	Adrenaline pump, wired reflexes 1
Gear	Lined coat [9], Sony Emperor [DR 2]
Weapons	Colt Cobra TZ-120 [Submachine Gun, Acc 4 (5), DV 7P, AP —, SA/BF/FA, RC 2(3), 32 (c), w/ laser sight, regular ammo] Defiance T-250 [Shotgun, Acc 4 DV 10P, AP –1, SS/SA, RC —, 5 (m), w/ regular ammo]

OMEGA DAWN

THREAT RATING

Operational team size: One or many squads of 5
Magical assets: Low
Matrix assets: Medium
Firepower and gear: Very High
Operational discipline: Very High
Fanaticism: Medium

Omega Dawn's name has only recently begun circulating, and if rumors are to be believed, this group marks a frightening turn in history. As if we needed one. Omega Dawn is, simply put, a death squad. The group performs extrajudicial killings, ridding the world of "undesirables." At its loosest definition, this is basically any SINless. However, the group is usually more specific in its operations and targets anti-capitalist activists preaching against the order of things. Street preachers, upstart socialist politicians, neo-anarchist community leaders are all prime targets for the group. Omega Dawn also targets "troublemakers," including gangers, street kids, and, interestingly, shadowrunners.

- Really.
- Slamm-0!

- Ha! Let them come.
- Clockwork

- Don't be so sure of yourself. Omega Dawn is becoming a new buzzword in shadowrunner circles. Our activities rely on the fact the authorities of the world normally have too much to do with too little funding to make more than a half-hearted effort to get back at us. These guys, they have the funding, they have the gear, and they have hatred for us burning in their hearts. All those security guards you killed on the way in and out of your latest heist? Their friends remember you. And now, they're coming for you.
- Pistons

Perhaps the most disconcerting aspect of Omega Dawn is not its activities, but its membership roster. It seems the group is composed primarily of corporate security personnel—from several different corporations. Corporate citizenship tends to limit fraternizing with anyone from another corporation. If an Ares employee is a known friend of a Shiawase employee, they are likely going to be dragged in for questioning to ensure they are not sharing private information or being played as a sap. And that's just for desk workers. Security personnel would never be caught with people they might well end up shooting at during an inter-corporate skirmish. Despite this tendency, it appears Omega Dawn is somehow connecting lines between corporations. Ares Firewatch veterans may join with off-duty Red Samurai soldiers to perform a raid to take out a gang of shadowrunners.

- I don't think I can wrap my head around how something like this can possibly happen. Pardon the cliché comparison, but that's like a Eurowar-era German soldier taking orders from a Russian officer. These guys hate each other, not only out of principle and indoctrination but also because, in many cases, they've exchanged fire with their peers. That aforementioned Ares Firewatch guy probably tangled with Red Samurai on at least a few occasions.
- Clockwork

- It's certainly a puzzling development. It's also possibly an opportunity in disguise. Like any group, there are weak links. Let's say you find and get leverage on a lower-level Ares footsoldier. Maybe you can squeeze him to get him to lean on his Aztechnology buddy to leave the backdoor of that Aztech facility unguarded.
- Haze

- I find it hard to imagine that in such a scenario, you'd be doing anything other than walking into a trap. Squeezing a lowly, poorly paid security guard is one thing. The guy that gleefully kills children during his weekends is a person of an entirely different sort.
- Pistons

- You'd be surprised. You just need the right angle and the will to see it through.
- Haze

- Hey, look at that, you sound just like an Omega Dawn guy.
- Slamm-0!

Omega Dawn's methods are precise, professional, effective and brutal. The group can and does kill all the left-wing people it can, but terror is their most formidable weapon. They have the means and the will to reach out and hit just about anyone. No one on the wrong side of their agenda is safe. They specialize in kicking in bedroom doors at night; coming for people while they sleep is one of their signature moves. If you're lucky, they'll just kill you with a bullet to the face. In the worst case, they have kidnapped certain individuals, torturing, mutilating, maiming, and disfiguring them over days before dumping their broken bodies in the streets of some public spot to make sure people have a chance to take a good, long look at the damage they wrought. They are ruthless, cold blooded, and utterly filled with hate for the SINless and social disrupters of the world.

The group's end goal is unclear, as is their sponsor. It is hard to believe the megacorporationss themselves would get behind this, and there is no other precedent, short of the infamous Corporate Court Omega Order, for megacorporations joining paramilitary forces at this scale. Analysts believe the group extends invitations to specific members of corporate paramilitary forces, namely those who have lost partners or friends to shadowrun strikes, or those who did tours in barrens areas or other shitholes and gained a clear hatred for the disenfranchised. Members are sworn to secrecy to prevent their employers from finding out their secondary allegiances.

- Omega Dawn, Omega Order ... any link?
- Cosmo

- Maybe, but I don't think they are sanctioned by the Corporate Court, if that's what you're asking. The Justices have far better things to do than order extra-judicial killings, which while cathartic for the psychos that perform them, really aren't changing the world at a macro level.
- Glitch

Experts believe the group is funded via private donations, as well as by their activities. Omega Dawn is known to take prisoners instead of executing them, only to sell them (or pieces of them) to organ harvesters or prostitution rings; it is worth noting Omega Dawn attempts to avoid dealing with criminal syndicates. In any case, the group certainly has the nuyen to buy all the toys they need. When on raids, members wear black uniforms, usually full-body suits of security armor with a discreet red-and-yellow Omega Dawn insignia on their shoulder. They tote high-end assault rifles and sub-machine guns, and they count amongst their members a good amount of combat hackers and magic users. Interestingly, the group suffers in no way from racism; internally, all metahumans are represented among their order and among their victims, and the group is as likely to skin alive an elf as it is a human. The only thing that matters in their targeting process is if you are pro-corporate or not, SINner or SINless, rich or poor.

The group uses standard military ranks. This brings up two very interesting points. First, in such a pyramidal order, who is sitting at top? Who is giving the orders? Second, this implies soldiers from one corporation may be taking orders from commanders from another. Indeed, the conflict of interest implied by this is the real factor that has some executives fuming and actively hunting for members. As far at the Big Ten are concerned, their personnel can cut the tongues out of street preachers all they want on their own time, but creating inter-corporate bonds cannot be allowed to happen.

SIGNAL INTERCEPT

To: Lt. Ximena Alvarez
From: Col. Duke Ellis

Lieutenant Alvarez, as discussed, please gather your men and make a sweep of your sector beginning at 03:00. Our sources confirm the High Value Targets will be recovering from their mission in the safehouse. Proceed with the usual caution; shadowrunners are always on guard. Targets are not to be taken alive; eliminate them with extreme prejudice.

To: Col. Duke Ellis
From: Lt. Ximena Alvarez

Sir, please pass on my thanks to your Firewatch colleagues. As per our previous conversation, two of my late husband's Jaguar battle-brothers have joined our ranks and will be participating in our mission of revenge tonight. They have sworn the oaths of secrecy and have met with Leadership. All is in order. Also, you will be glad to hear I have received news from our team in Manhattan that the raid against the HVTs went better than expected.

OMEGA DAWN SOLDIER

(HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	4	5 (6)	5	4	3	4	3	2.6

Condition Monitor	11
Armor	18
Limits	Physical 7, Mental 5, Social 5
Physical Initiative	10 + 2D6
Skills	Close Combat skill group 3, Etiquette 3, Firearms skill group 5, First Aid 4, Leadership 4 (Rally +2), Perception 4
Knowledge Skills	Corporate Politics 5, Economics 3, Firearms 4, Security Procedures 4, Shadowrunner Teams 5
Qualities	Prejudiced (the poor, radical), SINner (corporate)
Augmentations	Platelet factories, smartlink, cyberarm [synthetic, enhanced Agility Rating 1, enhanced Strength Rating 2], wired reflexes 1
Gear	Erika Elite [Device rating 4], full body armor [18], helmet, goggles [Capacity 4, w/ image link, flare compensation, low-light vision, vision enhancement 1]
Weapons	Ares Predator V [Heavy Pistol, Acc 5 (7), DV 6P, AP –1, SA, RC —, 15 (c), w/ integrated smartlink, regular ammo] Stun baton [Club, Reach 1, Acc 4, DV 9Se, AP –5] Colt M23 [Assault Rifle, Acc 4 (5), DV 9P, AP –2, SA/BF/FA, RC —, 40 (c), w/ underbarrel external smartlink, regular ammo] or Defiance T-250 [Shotgun, Acc 4 DV 10P, AP –1, SS/SA, RC —, 5 (m), w/ underbarrel external smartlink, regular ammo]

THUGGEES

THREAT RATING

Operational team size: 10 to 20
Magical assets: Medium
Matrix assets: Very low
Firepower and gear: Very low
Operational discipline: Medium
Fanaticism: High

The Thuggees were a cult that existed in India as far back as the 13th century, up until their eradication during British colonial times. They were truly an abnormal insanity of that world. The Thuggees, a word that meant "deceivers," were an hereditary, male-only secret society whose sole goal was the worship of the goddess Kali. Unfortunately for all involved, Kali is the goddess of murder. So for hundreds of years, bands of roaming religious nuts, from their initiation into the cult at age ten all the way to their death, went about murdering as many people as they could. This was how they worshipped their goddess. Thugs—this is the origin of the word familiar to us—generally murdered travelers and were, basically, an accepted if feared part of Indian culture. Some estimates tally their death toll over their five hundred years of existence to be as many as two million people. The British, spearheaded by a magistrate named Sir William Henry Sleeman, abruptly ended five hundred years of bloody tradition by exploiting the group's belief system, which forbade the killing of Europeans, and imparted on Thugs a fatalistic view of their own lives, leading to the easy arrest and dismantling of the entire Thuggee cult within a few years.

Or so everyone thought. A retired Lone Star detective recently published an exposé on what he believes is a complete revival of the group, and not just in India. If reports are to be believed, the Thuggee beliefs and practices have spread to nearly every slum and barren in the world.

The Thuggees are very simple in their goals: murder as many people as possible in the course of a career that lasts as long as possible. There is no perceived difference in quality in any killings. A life is a life. That means the Thugs have taken to preying on the SINless and destitute bottom tiers of society, nameless travelers, and others that won't be missed, and whose deaths the authorities will not spend much time investigating.

- This includes us shadowrunners, believe it or not. Obviously, it'd be ineffective and suicidal for Thuggees to attack an alert and armed group of runners, but next time you are quietly enjoying the throat-burning sublime agony of moonshine at your favorite Barrens bar, watch your back carefully, omae.
- Argos

- I am not prey.
- Clockwork

- Yes, you are.
- Argos

One of the core Thuggee beliefs remains unchanged, and that is that the death must be bloodless. Historically, strangulation using the *rumal*, a yellow silk scarf, was the preferred means of committing the murder. *Rumals* were sacred objects passed down the lineage of the murderous family. At present, it seems *rumals* are a rarity among denizens of the slums. A certain effort may be made to use some sort of yellow cloth for classic strangulations, but modern Thuggees use a wider variety of bloodless means of murder, relying more often on poisons, neck-breaking, and other inventive forms of murder.

Another thing that has not changed is the cult's modus operandi. Thuggee bands always act in groups. Only one of the members will perform the sacred murder, while the others take part in elaborate distraction play. They aren't called the deceivers for nothing. While the victim is

distracted by the commotion and scene before him, other Thuggees move in and perhaps poison the victim, Narcoject being a favored means to do so, while the final designated cultist strangles the offering.

Where the biggest change has occurred is in their choice of victims. Originally, the cult was forbidden from murdering many groups of people, including women, fakirs, musicians, leper, and, a big factor in the original group's demise, Europeans. These restrictions no longer seem to apply. Many women are suspected to have been murdered by Thuggees, while meta-race and nationality clearly pose no bounds to the group's ritual killings.

In truth, frighteningly little is known about the Thuggees. Recruitment is a mystery, but it is obvious the strict hereditary nature of membership no longer applies. But authorities are baffled about the motivation modern individuals, even destitute SINless, could have to join a life dedicated to murdering random individuals. The usual creed of terrorist organizations includes some sort of fight against a real or perceived oppressing factor, but that cannot exist in a group that murders at random. If the group was low in membership, this could be explained. But the evidence uncovered by Lone Star and others point to a staggering worldwide population. Estimates suggest there are several bands in every city, putting the number to hundreds per area. For an organization with no clear motivation other than the religious belief in murder, this defies all understanding.

- This is fucked up. Why would anyone join a cult devoted to murder? There are better ways to make friends. Is it a form of brainwashing?
- Sunshine

- Technically, the original Thuggees used a form of brainwashing too. Why do you think they initiated the new members at age ten? Classic child-soldier stuff right there. Maybe it's magic. Maybe it's drugs. Maybe it's coercion. Maybe they just have really good arguments.
- Dr. Spin

No suspected Thugs have successfully been interrogated as of the present, as any promising captured suspect commit suicide before they can be taken into secure custody, much less questioned.

- I guess suicide is just another form of murder? One last victim for the road.
- Sounder

Nothing is known about any possible Thuggee leadership. Each Thuggee ring operates independently, killing as many people as they can without any further inter-ring operation beyond that. However, someone or something must be traveling around, forming new rings throughout the world, exporting this culture of death. Theories aside, there are no hints as to the nature of any such leadership.

- Maybe Kali is their leader ... ha ... ha ... ha. Right? Am I right? Hey, you guys aren't laughing.
- Kat o' NineTales

- There is much unknown in the Sixth World. Perhaps it is not Kali herself; perhaps there is no such thing as the goddess Kali at all, but there are free spirits, and if one chooses to call itself Kali, what then? They may be powerful already and gain power through the blood shed by the Thugs. It may not be the god of times past or the god the current members conceived, but it may well be the god they now have.
- Man-of-Many-Name

- Well, there goes any chance of me ever sleeping well again.
- Kat o' NineTales

THUGGEE

(DWARF, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
5	5	3	5	5	2	5	3	6

Condition Monitor	11
Armor	6
Limits	Physical 6, Mental 5, Social 6
Physical Initiative	8 + 1D6
Skills	Acting skill group 6, Chemistry 2, Clubs 5, Con 4, Perception 5, Stealth skill group 7, Unarmed Combat 4
Knowledge Skills	Anatomy 5, Kali 3
Qualities	Blandness, Cat-like
Gear	Armor clothing [6], disposable syringe [Narcojet], Meta Link [Device Rating 1]
Weapons	Sap [Club, Reach —, Acc 5, DV 7P, AP —]

MKONO WA DAMU

THREAT RATING

Operational team size: 5 to 10
Magical assets: High
Matrix assets: Medium
Firepower and gear: Medium
Operational discipline: Medium
Fanaticism: Medium

Mount Kilimanjaro is, today, home of the Corporate Court's mass driver. However, during the late '60s, the fate of the mass driver project looked far from certain, as Mount Kilimanjaro was the home of many powerful spirits. Allied with the local tribes of the area who had worshipped them for as long as their people had existed, these Awakened

forces put up quite a fight against the corporate project.

The might of the Corporate Court, however, eventually broke the back of the Awakened forces, and the corporations scattered the resistance. Some tribes did not give up the fight, and insurgencies around Mount Kilimanjaro and Nairobi, the main supplying center for the mass driver, have continued. While these insurgencies have been a thorn in the side of the Corporations, causing expenses in the millions of nuyen due to sabotage and the need for added security, they have no true chance of truly disrupting the mass driver.

- It doesn't help that the corporations did well in terms of breaking the unity of the tribes. More than a few gleefully turned their weapons against rivals, the addition of payment in corporate scrip to do so simply an added bonus to their desire to hurt age-long enemies. Even among the spirits, unity is far from assured.
- Dr. Spin

The Awakened forces and their tribal allies were simply not wise to the modern world and did not understand the megacorporations and how to combat them. Spirits, however, are anything if not fluid. Mkono wa Damu is the result of their ruminations. In their view, the Mount Kilimanjaro mass driver is nothing but the tip of the megacorporate beast's slithering tentacle. To slay the beast, or, perhaps more modestly, encourage it to retract its tentacle, one must aim for the body.

Mkono wa Damu, Swahili for "Bloody Hands," is a movement for the dissemination of insurgents, and terrorists, into the heart of corporations. The spirits sent out loyal members into the biggest cities of the world, where the corporations base their operations, to open a new front.

Mkono wa Damu has one clearly broadcasted goal: the return of Mount Kilimanjaro to the free spirits who call it home. This central goal is more broadly coupled with anti-corporate, anti-capitalist ideals, general pro-ecological

movements, and related ideals. The spirits that lead the movement have been wise in their acceptance of "tag along" causes, ensuring broader appeal and thus more support, both in terms of public sympathy and potential recruits.

- Don't these people realize they are being played by spirits who want only one thing and one thing only, and that is to return to their little mountain. Once they get, that they could care less about the injustices of us stupid mortals.
- Argos

- Mkono wa Damu perfectly taps into a number of causes: the environment, corporate greed, anti-establishment, and even anti-conformity. The fact the movement is led by spirits simply adds to their mystique.
- Dr. Spin

The group basically employs classic urban insurgency methods: hit and runs, targeted assassinations, sabotage, and so forth. In the violent maelstrom of the Sixth World, this would hardly be enough to differentiate them from the background of gang violence and other, minor groups of violent malcontents and extremists. However, Mkono wa Damu differs in that it can count on great, if somewhat alien, intellect of the free spirits that form its leadership. The group is backed by powerful magic, which makes it mighty, which makes it successful, and which in turn attracts members.

Where there is a corporate presence, specifically any of the Big Ten, there is potential for a Mkono wa Damu strike. To this point, the group has shown great restraint in the killing or harming of non-security personnel. The group is clearly fighting in an effort to gain public sympathy. So much so that the group actually has merchandise. Items ranging from T-shirts to Maasari tribal masks, all tagged with various Mkono wa Damu slogans and icons, are popular counter-culture items. Of course, no corporate retail store would ever sell them. They are only available in street markets—and then only until security forces intervene—but this adds to their appeal.

- Yeah, no kidding. You can't toss a dead dwarf in any reasonably independent university campus without hitting a dozen students wearing "Free Kilimanjaro" or black T-Shirts with the stylized bloody hand icon of the group.
- Kay St. Irregular

- Anyone else disturbed by how well and fast a bunch of free spirits that used to live in complete isolation of civilization came to understand how to win public sympathy? It's really like their Horizon changed all of a sudden.
- Sticks

- I see what you did there. And you're probably right.
- The Smiling Bandit

- Seems like a dumb move. If Horizon is siding with the spirits, they are siding against the Corporate Court. That would be an extremely stupid thing to do. And they have problematic relations with spirits in the past that would make it tough to build a real partnership.
- Kay St. Irregular

- I think there is probably more to it. Either Horizon is supremely confident in the deniability of their actions, or it might be rogue elements within the corp doing this. Or it has nothing to do with Horizon at all. Either way, I know of at least a couple fixers looking to exchange Corporate Court checks for any paydata confirming or denying Horizon's involvement.
- Cosmos

Smuggled into the various cities of the world, seed members were from the Kenyan tribes that supported the free spirits, such as the Gîkûyû, Maasai, or Kamba. The goal of these seed members was, simply, to generate more members. These seed members, men and women handpicked for their dedication but also their charisma, recruited amongst the SINless and downtrodden. They also quickly forged links and alliances with other groups with related ideals such as Terra First!, or any other established armed resistance groups.

Mkono wa Damu then began terrorist activities, often sabotage, in brilliantly planned strikes that made heavy use of Awakened support. However, it should be noted that after their early successes, recent attacks have begun meeting stiffer resistance, as the corporations are becoming more aggressive and violent in their efforts to hunt down Mkono wa Damu cells, beefing up their own counter-insurgency and security details with anti-magic means, especially banishment teams.

While the group's paramilitary strikes may be suffering, the group's image is flourishing, which is forcing the corporations to tie up more and more nuyen into security. Ultimately, what may define Mkono wa Damu's success is not so much their actions, but their opponents' reaction. A nuyen is a nuyen is a nuyen, and if it's spent rebuilding a blown-up factory or on security personnel overtime pay, that's fine—what matters is that the corps are having to shell out cash to deal with the group.

There is no doubt that Mkono wa Damu's leadership are free spirits from Mount Kilimanjaro. This is a well-known enemy, simply using new tactics. They're resilient—the corporations have been trying to silence the spirits for more than a decade now, meaning that if the megas could eliminate the spirit's leadership, they would have years ago. So while corporate top brass, aided by state-of-the-art anti-Awakened military intelligence techniques, is able to discern individual spirits responsible for leadership of Mkono wa Damu, targeted assassination (or banishment, which is temporary but at least gets them out of the picture for a while) is easier said than done. These are powerful free spirits who have become extremely crafty

and knowledgeable in the ways of metahumanity. This is a case of the Corporate Court having created, piecemeal, its worst enemy.

MKONO WA DAMU SOLDIER

(HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	5	4 (5)	3	4	2	4	4	4

Condition Monitor	10
Armor	12
Limits	Physical 5, Mental 4, Social 6
Physical Initiative	9 + 2D6
Skills	Armorer 3, Automatics 4, Demolitions 5, Etiquette 5, Gymnastics 4, Negotiation 3, Perception 4, Running 3, Sneaking 4, Survival 5, Throwing Weapons 4, Unarmed Combat 4
Knowledge Skills	Africa 6, Corporate Politics 5, Marketing 4, Smugglers 4, Spirits 5
Qualities	First Impression, Natural Athlete, Prejudiced (corporate citizens, radical)
Augmentations	Wired reflexes 1
Gear	Armor jacket [12], Renraku Sensei [Device Rating 3]
Weapons	AK-97 [Assault Rifle, Acc 5, DV 10P, AP –2, SA/BF/FA, RC —, 38 (c), w/ regular ammo] High explosive grenade [Grenade, DV 16P, AP –2, Blast –2/m]

JOB OFFER

I represent parties seeking to hire resourceful independent contractors. My employers have been informed that a shaman allied to the Mkono wa Damu terrorist network knows the True Name of a powerful Mount Kilimanjaro free spirit. My employer is looking for contractors interested in breaching the cell's defenses to extract the True Name from the shaman. Please let me know if you are interested. Teams with strong magical assets at their disposal are recommended.

Mr. Johnson